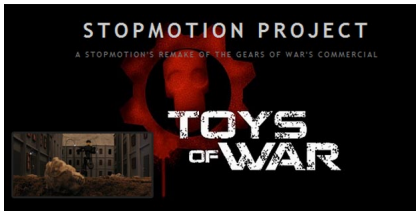

Vincent Tetreault has been documenting his progress of his Gears of War video game commercial re-make in great detail.

By day, Vincent is a production planner in Quebec Canada. Then late at night when he comes home, he's a full fledged stop motion animator. It sort of sounds like a comic book hero cliche when I write it that way doesn't it? But that's exactly how he's been doing things for the past nine months animating his Stikfas figures .

Organization is obviously one of his specialties as he's broken the film down into 17 shots. The entire commercial is only one minute long, so you might be asking why it isn't done yet? One of the complex issues he's faced is creating extremely complicated camera moves. Each move utilizes a hand made set of wooden tracks that pivot and slide through his sets in ways most people usually try to avoid. Here's an example of one of the amazing camera moves he had to make:

{vimeo}15244002{/vimeo}

Vincent has a few places you can see his work. First and foremost is his blog which links to all of the places. But more importantly you can keep up to date with what he's been doing every day. To visit the official Toys of War stop motion blog click here . Next is his Vimeo video page where you can see all his completed shots
for the project here
. Then is his YouTube
channel found here
. Finally is his Facebook page where you can friend him and strike up a stop-mo conversation with him provided he has the time
here

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